## Dwarf Warlord
MEDIUM NATURAL HUMANOID

LEVEL 12 SOLDIER (LEADER)

AC 28 | FORT 23 | REF 21 | WILL 17 | HP/Bloodied 83/41

INIT +11 | SPD 5

**Senses** Perception +11

**ATTACKS:** (+) ***+3 battleaxe*** +17 vs AC; 1d12+8

↗ ***+3 crossbow*** Rg 15/30; +15 vs AC; 1d8+3

**LIMITED POWERS:** ↓ **Drive into Peril** +17 vs AC; 1d12+8 AND push 3 (no dmg, push 1 on miss). If enemy ends adj to ally (not you), that ally can make immed (+) atk against it. Rchg 4.

✧ **Hold the Line** Burst 5; allies get +4 AC until end of this creature's next turn. Rchg 6.

**Rally the Troops** Immed, ally within 5; healing surge. Rchg 4.

**SKILLS:** Endurance +10

| STR +11 (20) | CON +8 (15) | DEX +6 (11) | INT +9 (17) | WIS +6 (11) | CHA +7 (13) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. William O'Connor

## Young Silver Dragon
LARGE NATURAL MAGICAL BEAST (DRAGON)

LEVEL 8 SOLO BRUTE

AC 24 | FORT 23 | REF 19 | WILL 21 | HP/Bloodied 147/73

INIT +7 | SPD 6 | FLY 7 (Hv)

**Senses** darkvision, low-light vision; Perception +17

**Resist** cold 20; save +5

**ATTACKS:** (+) **Bite** Reach 2; +14 vs AC; 1d12+5 + 5 cold

↓ **2 Claws** Reach 2; +14 each vs AC; 2d8+5

↓ **Draconic Frenzy** Standard; bite and 2 claws, same target

**LIMITED POWERS:** **Action Point 1**

**Bloodied Breath** Immed, when first Bloodied; *breath weapon.*

✧ **Breath Weapon** Cone 5; +8 vs Fort; 3d12+4 cold (half on miss) AND Immobilized (save ends). This creature deals +5 cold ↓ dmg next rd. Rchg 4.

| STR +9 (20) | CON +8 (18) | DEX +10 (22) | INT +5 (13) | WIS +7 (17) | CHA +6 (15) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Angel of Valor
MEDIUM IMMORTAL HUMANOID (ANGEL)

LEVEL 8 SOLDIER

AC 24 | FORT 19 | REF 18 | WILL 21 | HP/Bloodied 57/28

INIT +11 | SPD 6 | FLY 8 (Hv)

**Senses** Perception +10

**Immune** fear **Resist** lgt 15, rad 15

**ATTACKS:** (+) **Longsword** +16 vs AC; 1d8+3 AND ↓ **Dagger** +15 vs AC; 1d4+3

**Lightning Blades** Minor; until start of its next turn, ↓ atks target Ref and deal lgt dmg. Effect ends if *awesome presence* canceled.

**LIMITED POWERS:** ✧ **Lightning Strike** Burst 1; +10 vs Fort; 3d8+6 lgt AND Dazed 1 rd. Rchg 6.

**ABILITIES:** **Awesome Presence** -2 atk against this creature until it is Bloodied. Fear effect.

**Valorous Strike** When hits with ↓ atk, allies within 10 make immed save to end fear effect.

| STR +7 (17) | CON +6 (14) | DEX +6 (15) | INT +4 (10) | WIS +5 (13) | CHA +10 (22) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. William O'Connor

## Elf Archer
MEDIUM FEY HUMANOID

LEVEL 2 ARTILLERY

AC 15 | FORT 12 | REF 15 | WILL 14 | HP/Bloodied 20/10

INIT +10 | SPD 7

**Senses** Perception +12

**ATTACKS:** (+) **Shortsword** +7 vs AC; 1d6+2

↗ **Bow** Rg 15/30; +9 vs AC; 1d8+4

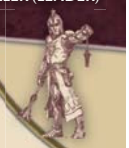
**ABILITIES:** **Archer's Mobility** If moves at least 4, +2 ↗ atk.

| STR +2 (13) | CON +2 (12) | DEX +4 (16) | INT +1 (10) | WIS +3 (15) | CHA +1 (10) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. James Zhang

## Cleric of Pelor
MEDIUM NATURAL HUMANOID

LEVEL 8 CONTROLLER (LEADER)



AC 24 | FORT 16 | REF 16 | WILL 19 | HP/Bloodied 58/29

INIT +4 | SPD 6

**Senses** Perception +9

**ATTACKS:** (+) ***+2 mace*** +13 vs AC; 1d8+8

**LIMITED POWERS:** ↗ **Heal Ally** Standard; rg 5; healing surge + 2d12 hp. Rchg 5.

↗ **Hold** Rg 10; +8 vs Will; Immobilized (save ends). Rchg 4.

↗ **Radiant Beacon** Minor; rg 10; bright light, target and space; +2 atk against target, -5 Stealth. Lasts until used again. Rchg 3.

**SKILLS:** Heal +14, Insight +14

| STR +6 (14) | CON +4 (10) | DEX +4 (10) | INT +6 (14) | WIS +9 (20) | CHA +6 (14) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Death Knight
MEDIUM NATURAL HUMANOID (UNDEAD)

LEVEL 12 ELITE SOLDIER

AC 29 | FORT 25 | REF 21 | WILL 24 | HP/Bloodied 109/54

INIT +11 | SPD 5

**Senses** darkvision; Perception +10

**Immune** poison **Resist** nec 25; save +3 **Weakness** vuln rad 10

**ATTACKS:** (+) ***+3 longsword*** +20 vs AC; 1d8+8

↓ **Immobilizing Strike** +20 vs AC; 1d8+8 AND Immobilized 1 rd

**LIMITED POWERS:** **Action Point 1**

↓ **High Guard Attack** +20 vs AC; 3d8+8 AND -5 atk 1 rd. Rchg 5.

↓ **Path of Destruction** Move 3, (+) atk from each square entered.

✲ **Unholy Flames** Burst 2, rg 10; +14 vs Fort; 3d10+4 fire + 10 nec. Rchg 6.

**ABILITIES:** **Death's Left Hand** Aura 1; -2 atk, 5 nec start of turn AND Cha vs this creature's Will to move away.

**Death's Right Hand** Aura 10; lower-lvl undead allies, +2 ↓ atk.

**Battlefield Control** On ↓ atk, mark target 1 rd.

**Rapid Advance** Immed, when adj enemy moves; shift into square it had occupied.

| STR +11 (21) | CON +8 (15) | DEX +7 (13) | INT +6 (11) | WIS +10 (18) | CHA +6 (11) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Ron Spencer

## Halfling Paladin
SMALL NATURAL HUMANOID

LEVEL 7 SOLDIER

AC 26 | FORT 16 | REF 20 | WILL 17 | HP/Bloodied 62/31

INIT +6 | SPD 4

**Senses** Perception +5

**ATTACKS:** (+) **Longsword** +14 vs AC; 1d6+5

↓ **Impetuous Challenge** Reaction, whenever adj enemy moves away; +10 vs Will; Immobilized 1 rd.

**LIMITED POWERS:** ↓ **Vindicating Blow** +14 vs AC; 2d6+5 AND heal same amt, self or ally within 5. Rchg 5.

**Countercharge** Reaction, when enemy charges ally within 4; move adj to that ally. Charge must include this creature if within reach. Rchg 6.

| STR +6 (16) | CON +4 (12) | DEX +6 (17) | INT +3 (11) | WIS +5 (15) | CHA +4 (12) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Orc Raider
MEDIUM NATURAL HUMANOID

LEVEL 3 SOLDIER

AC 19 | FORT 17 | REF 14 | WILL 11 | HP/Bloodied 32/16

INIT +2 | SPD 6

**Senses** low-light vision; Perception +2

**ATTACKS:** (+) **Battleaxe** +10 vs AC; 1d12+4

↓ **Bloody Opportunist** Immed, when adj Bloodied enemy misses with ↓ atk; (+) atk against that enemy.

**ABILITIES:** **Pain Rage** While Bloodied; -2 atk/Def, +5 dmg.

**Rapid Charge** +2 spd charging.

**SKILLS:** Endurance +8

| STR +5 (18) | CON +3 (14) | DEX +2 (13) | INT +0 (8) | WIS +2 (12) | CHA +0 (9) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

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## Young Red Dragon

LARGE NATURAL MAGICAL BEAST (DRAGON) — LEVEL 7 SOLO SOLDIER

AC 27 | FORT 25 | REF 17 | WILL 20 | HP/Bloodied 136/68

**INIT** +7 | **SPD** 6 | **FLY** 8 (Hv)

**Senses** darkvision, low-light vision; Perception +16

**Resist** fire 15; save +5

**ATTACKS:** (1) **Bite** Reach 2; +15 vs AC; 1d10+7 + 5 fire

(2) **2 Claws** Reach 2; +15 each vs AC; 2d8+7

**LIMITED POWERS:** **Action Point 1**

**Bloodied Breath** Immed, when first Bloodied; *breath weapon*.

**Breath Weapon** Cone 5; +9 vs Ref; 3d12+6 fire (half on miss). Rchg 4.

**SKILLS:** Bluff +9, Insight +10, Jump +19

| STR +10 (24) | CON +9 (22) | DEX +7 (18) | INT +3 (11) | WIS +6 (16) | CHA +5 (14) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Drow Spiderguard

MEDIUM NATURAL HUMANOID — LEVEL 8 SOLDIER

AC 28 | FORT 18 | REF 23 | WILL 15 | HP/Bloodied 55/27

**INIT** +14 | **SPD** 6

**Senses** Perception +4

**ATTACKS:** (1) ***+1 longsword*** +16 vs AC; 1d8+4

**LIMITED POWERS:** (2) **Deadly Patience** +15 vs AC, Bloodied only; 2d8+8. Rchg 4.

**ABILITIES:** **Rapid Advance** Immed; can shift whenever adj enemy shifts.

| STR +8 (18) | CON +5 (12) | DEX +9 (20) | INT +4 (10) | WIS +4 (10) | CHA +5 (12) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Gargoyle

MEDIUM ELEMENTAL HUMANOID (EARTH) — LEVEL 9 LURKER

AC 24 | FORT 22 | REF 19 | WILL 19 | HP/Bloodied 46/23

**INIT** +7 | **SPD** 5 | **FLY** 7

**Senses** Perception +17

**ATTACKS:** (1) Claw +15 vs AC; 1d10+6

(2) **Earthpower Ram** Standard, must leave *stone form* on same turn first; shift (fly) 7 line and (1) atk against each creature in reach during move.

**ABILITIES:** **Stone Form** Standard; statue (resist 25 all, no actions except minor to leave *stone form*).

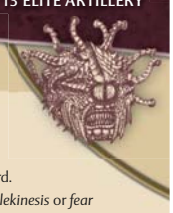
**SKILLS:** Stealth +12

| STR +9 (21) | CON +7 (17) | DEX +7 (17) | INT +1 (5) | WIS +7 (17) | CHA +4 (11) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. David Griffith

## Eye of Flame (Beholder)

LARGE ABERRANT MAGICAL BEAST — LEVEL 13 ELITE ARTILLERY



AC 27 | FORT 24 | REF 22 | WILL 27 | HP/Bloodied 81/40

**INIT** +11 | **FLY** 6 | **(HVR)**

**Senses** all-around vision, darkvision; Perception +18

**Resist** +5 Def vs ↗ atk, save +2

**ATTACKS:** (1) **Bite** +17 vs AC; 1d12+4

↗ **Central Eye** Minor; rg 8; -5 Def AND vuln fire 5, both 1 rd.

↗ **Eyestalks** Standard; 2 of the following, diff targets. No *telekinesis* or *fear* more than once per action.

*Fire:* Rg 8; +15 vs Ref; 2d8+5 fire

*Telekinesis:* Rg 8; +15 vs Fort; 1d8+5 AND push/pull 4

*Fear:* Rg 8; +15 vs Will; -2 atk against this creature rest of encounter AND must move spd away next turn

**LIMITED POWERS:** **Action Point** 1

**Eye Ray Frenzy** Standard, when first Bloodied; 4 *Eyestalks* instead of 2.

| STR +10 (18) | CON +11 (20) | DEX +11 (20) | INT +8 (14) | WIS +8 (14) | CHA +12 (22) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. David Griffith

## Oni

LARGE NATURAL HUMANOID — LEVEL 10 ELITE LURKER

AC 26 | FORT 24 | REF 21 | WILL 23 | HP/Bloodied 68/34

**INIT** +11 | **SPD** 8

**Senses** darkvision; Perception +7 **Resist** fire 15; save +2

**ATTACKS:** (1) **L Greatsword** Reach 2; +17 vs AC; 2d8+5

**Sneak Attack** +2d6 dmg with cbt adv

**LIMITED POWERS:** **Action Point** 1

**Lightning Bolt** Line 10; +12 vs Ref; 3d8+6 lgt. Rchg 6.

**Freezing Blast** Cone 5; +12 vs Fort; 2d8+6 cold AND Slowed 1 rd. Rchg 6.

**Invisibility** Standard; invis until attacks. Rchg when first Bloodied.

**Self Healing** Standard; heal 30. Rchg 6.

**ABILITIES:** **Cloud Walker** Fly normal spd. End turn on ground or fall.

**Deceptive Veil** M or L humanoid (Insight DC 25).

**Gaseous Form** Standard; insubstantial, fly 8 (hv). Sustain standard.

| STR +10 (20) | CON +10 (20) | DEX +6 (13) | INT +7 (14) | WIS +7 (14) | CHA +11 (23) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Wayne England

## Immolith

LARGE ELEMENTAL MAGICAL BEAST (DEMON, UNDEAD) — LEVEL 15 CONTROLLER (LEADER)

AC 27 | FORT 28 | REF 28 | WILL 25 | HP/Bloodied 95/47

**INIT** +14 | **SPD** 6

**Senses** Perception +9

**Immune** poison **Resist** fire 15, var 30 (2/encounter)

**Weakness** vuln rad 10

**ATTACKS:** (1) **Claw** Reach 4; +22 vs AC; 1d8+8 AND Followup

*Followup* +17 vs Fort; pull 3 AND Restrained, lose resist fire; only 1 at a time

**Flaming Body** 2d6 nec OR fire to enemy that moves or starts turn adj or moves into its space.

**Surge of Flame** Once Bloodied, *flaming body* affects enemies within 3.

**ABILITIES:** **Vigor of the Grave** Undead allies within 5 heal 10 each rd at start of this creature's turn.

| STR +14 (24) | CON +10 (17) | DEX +15 (26) | INT +6 (9) | WIS +9 (15) | CHA +10 (16) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Wayne England

## Chillborn

MEDIUM NATURAL ANIMATE (UNDEAD) — LEVEL 6 SOLDIER

AC 22 | FORT 21 | REF 17 | WILL 17 | HP/Bloodied 48/24

**INIT** +5 | **SPD** 4

**Senses** Perception +3

**Immune** poison **Resist** cold 10, nec 10, wpn 10

**Weakness** massive dmg, vuln rad 5

**ATTACKS:** (1) **Slam** +14 vs AC; 1d6+6 AND Followup

*Followup* +9 vs Fort; Immobilized 1 rd

**Ice Reaper** +5 cold dmg to Immobilized or Stunned.

**ABILITIES:** **Massive Damage** Destroyed by single atk of 24+ dmg.

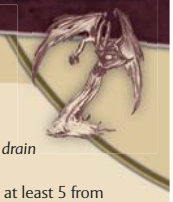
**Wintry Cloud** Creatures take 2 cold dmg at start of their turns for each chillborn within 5 (max 8 dmg).

| STR +9 (22) | CON +5 (15) | DEX +5 (14) | INT -1 (2) | WIS +3 (10) | CHA +5 (15) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Shadow Demon

MEDIUM ELEMENTAL HUMANOID (DEMON) — LEVEL 11 SKIRMISHER



AC 25 | FORT 23 | REF 24 | WILL 22 | HP/Bloodied 72/36

**INIT** +8 | **SPD** 2 | **FLY** 8 (Hv)

**Senses** darkvision; Perception +6

**Resist** nec 10, var 20 (2/encounter); insubstantial

**ATTACKS:** (1) **Claw** +13 vs Ref; 2d6+4 AND *shadow drain* (save ends; see text)

**Shadow Drain** Ongoing nec 5; save -5 until ends turn at least 5 from this creature, shadow creatures, or others affected by *shadow drain*.

**LIMITED POWERS:** **Devouring Shadow** Immed, when first Bloodied; tport adj to creature within 10 affected by *shadow drain*, 2d6+7 nec.

**ABILITIES:** **Deathport** Immed, when creature within 10 at 0 hp; tport to its square.

**Skills** Stealth +13

| STR +5 (11) | CON +7 (14) | DEX +9 (19) | INT +4 (8) | WIS +6 (12) | CHA +7 (15) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. David Griffith

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## Warrior Wight

MEDIUM NATURAL HUMANOID (UNDEAD) — LEVEL 9 SOLDIER (LEADER)

AC 24 | FORT 22 | REF 19 | WILL 21 | HP/Bloodied 66/33

INIT +10 | SPD 5

**Senses** Perception +5

**Immune** poison **Resist** nec 20 **Weakness** vuln rad 5

**ATTACKS:** (+) **Longsword** +16 vs AC; 1d8+5 AND Followup

*Followup (Life Drain)* +9 vs Fort, living only; Immobilized 1 rd AND -2 cumulative Fort AND this creature heals 10. Fort = 0, hp = 0. Ends when rest or expend healing surges = 1/2 Fort penalty.

**LIMITED POWERS: Necromantic Alacrity** Free, when hits with *life drain*; extra move. Rchg 4.

↓ **Soul Reaping** +12 vs Fort, Immobilized only; 1d12+5 nec AND healing reserves -1; this creature gains +4 atk/Def rest of encounter. Rchg 4.

STR +9 (20) | CON +8 (18) | DEX +5 (12) | INT +4 (10) | WIS +5 (12) | CHA +9 (20)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Howling Hag

MEDIUM FEY HUMANOID — LEVEL 7 CONTROLLER

AC 21 | FORT 20 | REF 15 | WILL 20 | HP/Bloodied 62/31

INIT +3 | SPD 6

**Senses** low-light vision; Perception +10

**Resist** thnd 20

**ATTACKS:** (+) **Staff** +12 vs AC; 1d6+4

← **Wind Howl** Line 6; +10 vs Fort; 1d6+7 thnd AND push 1

**LIMITED POWERS:** ✲ **Baleful Whispers** Burst 1, rg 10; +10 vs Will; 1d6+7 psy AND 5 psy start of each turn until ends farther away. Rchg 6.

**Earthwalk** Move; tport 10, contact ground start and end. Plants wither within 20 feet, start and end. Rchg 4.

← **Shriek of Pain** Cone 6; +10 vs Fort; 1d6+7 thnd (half on miss), +5 thnd if Bloodied. Rchg when first Bloodied.

**ABILITIES: Crone's Guise** Standard; old M female humanoid. Direct sunlight ends.

STR +7 (18) | CON +10 (24) | DEX +3 (11) | INT +5 (14) | WIS +5 (15) | CHA +10 (25)

D&D ROLEPLAYING STATS — Illus. Wayne Reynolds

## Magma Brute

LARGE ELEMENTAL HUMANOID (EARTH, FIRE) — LEVEL 13 BRUTE

AC 25 | FORT 25 | REF 21 | WILL 20 | HP/Bloodied 98/49

INIT +9 | SPD 4

**Senses** Perception +7

**Resist** fire 25 **Weakness** If takes 20+ cold from 1 atk, Slowed rest of encounter

**ATTACKS:** (+) **Slam** Reach 2; +17 vs AC; 1d6+6 + 5 fire AND *soften armor*

**Soften Armor** Whenever (+) atk hits enemy in armor, it gets -1 cumulative AC rest of encounter (max -4). Ends 1 min. after encounter.

STR +12 (22) | CON +9 (16) | DEX +9 (16) | INT +3 (5) | WIS +7 (13) | CHA +5 (8)

D&D ROLEPLAYING STATS — Illus. Zak Plucinski

## Vrock

LARGE ELEMENTAL HUMANOID (DEMON) — LEVEL 13 SKIRMISHER

AC 27 | FORT 25 | REF 23 | WILL 22 | HP/Bloodied 86/43

INIT +10 | SPD 6 | FLY 8

**Senses** Perception +13

**Resist** variable 15 (2/encounter)

**ATTACKS:** (+) **Claw** Reach 2; +19 vs AC; 1d10+8

**LIMITED POWERS: Bird of Prey** Standard; 4 (+) atks, 1 adj enemy. If at least 2 hit smaller target, knock prone after atk. Rchg 5.

← **Stunning Screech** Burst 2; +15 vs Fort; Stunned 1 rd. Rchg 6.

← **Spores of Madness** Immed, when first Bloodied; burst 2; +15 vs Will; nondemons Confused (save ends).

**ABILITIES: Mobile Melee Attack Flying**

**SKILLS:** Bluff +13, Perception +13

STR +12 (22) | CON +10 (18) | DEX +10 (19) | INT +6 (10) | WIS +8 (15) | CHA +8 (14)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

## Ascendant Hellsword

MEDIUM IMMORTAL HUMANOID (DEVIL) — LEVEL 11 ELITE BRUTE (LEADER)

AC 25 | FORT 20 | REF 20 | WILL 23 | HP/Bloodied 126/63

INIT +13 | SPD 6 | FLY 8 (CI)

**Senses** darkvision; Perception +8

**Resist** fire 20

**ATTACKS:** (+) **Two-Bladed Sword** +15 vs AC; 1d8+5 + 10 fire OR 10 cold

↓ **Infernal Slash** +15 vs AC, each adj enemy; 1d8+5 + 10 fire OR 10 cold AND tport target up to 3.

**LIMITED POWERS: Soul Shroud** Standard; self; +4 AC/Def against ↗ atks; sustain minor. Rchg 6.

**Commanding Deviltry** Minor; ally within 10, immed basic atk. Rchg 5, auto when first Bloodied.

STR +10 (20) | CON +10 (21) | DEX +8 (17) | INT +5 (10) | WIS +8 (16) | CHA +12 (24)

D&D ROLEPLAYING STATS — Illus. Wayne Reynolds

## Rakshasa Baron

MEDIUM NATURAL HUMANOID — LEVEL 19 CONTROLLER

AC 32 | FORT 28 | REF 30 | WILL 33 | HP/Bloodied 116/58

INIT +14 | SPD 7

**Senses** low-light vision; Perception +14

**Resist** wpn 10 **Weakness** If takes 30+ rad dmg from 1 atk, -2 Def, no renewable powers 1 rd; no *deceptive veil* rest of encounter.

**ATTACKS:** (+) **Claw** +24 vs AC; 1d8+8 AND Blinded 1 rd

↗ **Mind Twist** Rg 10; +21 vs Will; 1d10+11 psy AND Dazed 1 rd

**LIMITED POWERS:** ✲ **Entrancing Phantoms** Burst 2, rg 10; +21 vs Will; Dazed (save ends). Each enemy moving adj to target also attacked. Rchg 5.

↗ **Frightful Phantom** Rg 5; +21 vs Will; 2d10+11 psy AND -5 atk 1 rd. Rchg 5.

**Phantom Image** Reaction, when hit by ↓ or ↗ atk; reroll, lower result.

↗ **Phantom Lure** Rg 10; +21 vs Will; target moves within 4. Rchg 4.

**ABILITIES: Deceptive Veil** M humanoid (Insight DC 32).

STR +12 (16) | CON +13 (18) | DEX +13 (18) | INT +17 (26) | WIS +14 (20) | CHA +20 (32)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

## Vampire Spawn

MEDIUM NATURAL HUMANOID (UNDEAD) — LEVEL 6 MINION (BRUTE)

AC 18 | FORT 15 | REF 16 | WILL 15 | HP/Bloodied 10/5

INIT +11 | SPD 7

**Senses** darkvision; Perception +4

**Immune** poison **Resist** nec 10 **Weakness** vuln rad 5

**ATTACKS:** (+) **Claw** +11 vs AC; 3 (5 to Bloodied)

**Group Attack** +3 dmg per additional vampire spawn (+5 to Bloodied).

**ABILITIES: Regenerate** 3

**SKILLS:** Stealth +11

STR +5 (14) | CON +5 (14) | DEX +6 (16) | INT +3 (10) | WIS +4 (12) | CHA +5 (14)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Champion of Baphomet

LARGE NATURAL HUMANOID — LEVEL 13 BRUTE (LEADER)

AC 26 | FORT 25 | REF 21 | WILL 21 | HP/Bloodied 105/52

INIT +10 | SPD 7

**Senses** scent; Perception +8

**Immune** Confused

**ATTACKS:** (+) **Maze Hammer** Reach 2; +17 vs AC; 1d10+6 AND ongoing 5 wound AND *bewildering bash* (see text)

↓ **Gore** Reach 2; +17 vs AC; 1d12+6 AND push 2 (2d12+12 and push 4 on charge)

**LIMITED POWERS:** ↓ **Bewildering Bash** Followup on *maze hammer*; +17 vs Will; Confused (save ends). Rchg 4.

**Ferocity** Reaction, at 0 hp; immed (+) atk.

↗ **Lead the Befuddled** Minor; rg 5; Confused enemy makes (+) atk (you choose target). Rchg 4.

STR +12 (23) | CON +12 (23) | DEX +10 (19) | INT +6 (10) | WIS +8 (14) | CHA +9 (16)

D&D ROLEPLAYING STATS — Illus. Lars Grant-West

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## Balhannoth

LARGE ABERRANT MAGICAL BEAST — LEVEL 13 SKIRMISHER

AC 27 | FORT 26 | REF 22 | WILL 25 | HP/Bloodied 80/40

INIT +12 | SPD 5 | CLB 5

**Senses** darkvision; Perception +13

**ATTACKS:** (+) **Tentacle** Reach 3; +19 vs AC; 2d6+8 AND push/pull 3

**Sneak Attack** +3d6 dmg with cbt adv

**LIMITED POWERS: Reality Distortion** Move; tport 5 AND cbt adv against all adj after tport. Rchg 4.

**Tentacle Flurry** Standard; (+) atk against each in reach. Rchg 5.

**Warp Attack** Reaction; if attacked by enemy within 3, roll d20: 1-9, miss, pull attacker 1; 10+, resolve normally. Rchg 4.

**SKILLS:** Stealth +17

STR +14 (26) | CON +7 (12) | DEX +12 (22) | INT +3 (5) | WIS +8 (14) | CHA +10 (18)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

## Ice Archon

MEDIUM ELEMENTAL HUMANOID (COLD) — LEVEL 19 SOLDIER

AC 36 | FORT 33 | REF 31 | WILL 29 | HP/Bloodied 117/58

INIT +21 | SPD 6

**Senses** Perception +13

**Resist** cold 25

**ATTACKS:** (+) **Warhammer** +23 vs AC; 1d10+9 + 5 cold AND Slowed 1 rd

**Relentless Strike** +4 atk and +10 dmg to Slowed.

**ABILITIES: Icy Ground** Adj squares difficult terrain; cold creatures not affected.

STR +18 (28) | CON +13 (19) | DEX +16 (24) | INT +10 (12) | WIS +13 (18) | CHA +10 (13)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Mind Flayer Scourge

MEDIUM ABERRANT HUMANOID — LEVEL 11 CONTROLLER

AC 26 | FORT 20 | REF 23 | WILL 25 | HP/Bloodied 80/40

INIT +7 | SPD 6

**Senses** darkvision; Perception +12

**ATTACKS:** (+) **Tentacle Grab** +13 vs Ref; 1d8+7 AND Restrained (only 1 at a time)

**Mind Warp** Rg 5; +13 vs Will; 1d8+7 psy AND Stunned (save ends)

**Brain Bore** +13 vs Fort, Restrained living only; 3d10+7 AND Stunned (save ends Stunned). Dies at 0 hp.

**Vicious Dagger** Requires cbt adv; +12 vs AC; 1d4 AND ongoing 20 wound

**LIMITED POWERS: Mind Blast** Cone 10; +13 vs Will; 1d8+7 psy AND Dazed (save ends). Rchg 5.

**Lesser Domination** Rg 10; +13 vs Will; target can't atk this creature until attacked by it (save ends). Rchg 5.

STR +5 (11) | CON +8 (17) | DEX +7 (15) | INT +9 (18) | WIS +7 (14) | CHA +12 (24)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

## Lamia

MEDIUM FEY MAGICAL BEAST (UNDEAD) — LEVEL 12 ELITE CONTROLLER

AC 28 | FORT 23 | REF 24 | WILL 27 | HP/Bloodied 114/57

INIT +12 | SPD 6 | CLB 6

**Senses** Perception +13

**Resist** nec 25; save +2; insubstantial to and

**ATTACKS:** (+) **Touch** +14 vs Fort; 1d8+5 AND *death beetle contagion*

**Toxic Spray** Rg 6; +14 vs Fort; 1d4+5 AND *death beetle contagion*

**Beetle Dance** Burst 5; +15 vs Will, only target affected by *death beetle contagion*; Dominated (save ends)

**Stupefy** Minor; burst 1; +15 vs Will; Dazed 1 rd

**LIMITED POWERS: Action Point** 1. **Swarm's Embrace** Move; shift into target's space, +12 vs Fort; 3d8+5 AND *death beetle contagion*. Rchg 5.

**ABILITIES: Death Beetle Contagion** 5 dmg each rd at start of turn (save ends) to target and all adj allies.

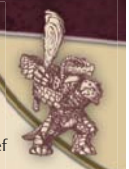
**Deceptive Veil** M fey or beast (Insight DC 30).

STR +6 (11) | CON +11 (20) | DEX +12 (22) | INT +7 (13) | WIS +8 (14) | CHA +15 (28)

D&D ROLEPLAYING STATS — Illus. Wayne Reynolds

## Troglodyte Bonecrusher

MEDIUM NATURAL HUMANOID — LEVEL 6 SOLDIER



AC 21 | FORT 21 | REF 18 | WILL 17 | HP/Bloodied 51/25

INIT +4 | SPD 5

**Senses** darkvision; Perception +5

**ATTACKS:** (+) **Greatclub** +14 vs AC; 2d4+4

**Stench** Minor; burst 1; +10 vs Fort; Slowed AND -2 atk/Def rest of encounter. Troglodytes immune.

**SKILLS:** Climb +12, Stealth +9

STR +7 (18) | CON +7 (18) | DEX +4 (12) | INT +3 (10) | WIS +5 (15) | CHA +4 (12)

D&D ROLEPLAYING STATS — Illus. Christopher Burdett

## Gnoll Marauder

MEDIUM NATURAL HUMANOID — LEVEL 6 BRUTE

AC 17 | FORT 18 | REF 15 | WILL 14 | HP/Bloodied 54/27

INIT +5 | SPD 7

**Senses** low-light vision; Perception +5

**ATTACKS:** (+) **Spear** +13 vs AC; 1d8+5 AND Followup against Bloodied

*Followup* +13 vs AC; 1d6+5

**Pack Attack** +2 dmg to enemy with 2 or more of this creature's allies adj.

**Stabbing Frenzy** Once Bloodied; +5 dmg.

**SKILLS:** Stealth +10

STR +8 (20) | CON +5 (14) | DEX +5 (14) | INT +5 (14) | WIS +5 (14) | CHA +5 (14)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Vampire Vizier

MEDIUM NATURAL HUMANOID (UNDEAD) — LEVEL 11 ELITE CONTROLLER

AC 27 | FORT 23 | REF 24 | WILL 27 | HP/Bloodied 101/50

INIT +12 | SPD 6

**Senses** darkvision; Perception +12

**Immune** poison **Resist** save +2 **Weakness** vuln rad 10; sunlight

**ATTACKS:** (+) ***+1 greatsword*** +17 vs AC; 2d6+6

**LIMITED POWERS: Action Point** 1

**Blood Drain** Requires cbt adv; +13 vs Fort, living humanoid only; 2d12+2 AND Enervated (save ends) AND this creature gains 25 hp. Rchg 5.

**Dominating Gaze** Minor; rg 5; +13 vs Will; Dazed 1 rd. ***Continue:*** Stunned 1 rd. ***Conclude:*** Dominated (save -2 ends all). Only 1 at a time. Rchg 5.

**ABILITIES: Blood Thirst** +5 dmg to Bloodied. **Regen 11.**

**Hurt By Sunlight** Only 1 standard action per turn; no *blood drain, dominating gaze, regenerate.* 26 dmg each rd, destroyed at 0 hp. **Mist Form** Automatic at 0 hp; fly 12 to lair. Destroyed in sunlight. **Scent of Blood** Cbt adv against living Bloodied.

STR +9 (19) | CON +7 (14) | DEX +7 (14) | INT +5 (11) | WIS +7 (14) | CHA +10 (20)

D&D ROLEPLAYING STATS — Illus. Wayne Reynolds

## Bugbear Headreaver

MEDIUM NATURAL HUMANOID — LEVEL 7 BRUTE

AC 20 | FORT 17 | REF 13 | WILL 14 | HP/Bloodied 62/31

INIT +3 | SPD 6

**Senses** Perception +3

**ATTACKS:** (+) **L Greataxe** +12 vs AC; 2d10+4

**LIMITED POWERS: Reaver's Prize** Minor, when atk reduces enemy to 0 hp; it loses 1d6+5 life AND this creature gains extra standard action this turn. Rchg 6.

**SKILLS:** Stealth +8

STR +7 (18) | CON +6 (16) | DEX +3 (11) | INT +3 (10) | WIS +3 (11) | CHA +4 (12)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

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## Dwarf Shieldmaiden

MEDIUM NATURAL HUMANOID — LEVEL 12 SOLDIER

AC 29 | FORT 23 | REF 18 | WILL 19 | HP/Bloodied 96/48

**INIT** +13 | **SPD** 5

**Senses** Perception +9

**ATTACKS:** (+) ***+3 warhammer*** +19 vs AC; 1d10+8

↓ **Finish the Bloodied** +21 vs AC, Bloodied only; 2d10+8

**ABILITIES: Deny the Weak** Bloodied enemies get -4 ↓ atk against this creature and adj allies.

**SKILLS:** Endurance +16

**STR** +11 (20) | **CON** +9 (16) | **DEX** +8 (14) | **INT** +6 (11) | **WIS** +9 (17) | **CHA** +6 (11)

D&D ROLEPLAYING STATS — Illus. William O'Connor

## Dire Wolf

LARGE NATURAL BEAST — LEVEL 5 SKIRMISHER

AC 19 | FORT 17 | REF 14 | WILL 14 | HP/Bloodied 47/23

**INIT** +5 | **SPD** 8

**Senses** Perception +9

**ATTACKS:** (+) **Bite** +12 (Str) vs AC; 1d10+4 AND Followup

*Followup* +7 vs Ref, requires cbt adv; knock prone

**Gnaw** +5 dmg to prone.

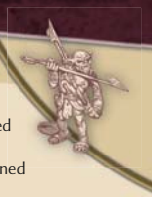
**ABILITIES: Pack Hunter** Cbt adv if ally adj to target.

**STR** +6 (18) | **CON** +6 (19) | **DEX** +5 (16) | **INT** -1 (5) | **WIS** +4 (14) | **CHA** +2 (11)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

## Goblin Picador

SMALL NATURAL HUMANOID — LEVEL 2 CONTROLLER



AC 16 | FORT 14 | REF 16 | WILL 10 | HP/Bloodied 26/13

**INIT** +9 | **SPD** 6

**Senses** Perception +1

**ATTACKS:** (+) **Harpoon** +9 vs AC; 1d4+3 plus Harpooned (see text)

↗ **Thrown Harpoon** Rg 5; +9 vs AC; 1d4+3 plus Harpooned (see text)

↓ **Tug of War** Standard, M or smaller Harpooned enemy; +4 vs Fort; pull 3 (pull 1 on miss).

**ABILITIES: Goblin Tactics** Whenever a ↓ atk against it misses, can immed shift away from attacker.

**Harpooned** Can't move more than 5 from this creature. Remove standard; Str vs Fort.

**STR** +4 (16) | **CON** +2 (13) | **DEX** +5 (18) | **INT** +0 (8) | **WIS** +1 (10) | **CHA** +0 (8)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Ettin Jack-of-Irons

LARGE NATURAL HUMANOID — LEVEL 10 ELITE BRUTE

AC 25 | FORT 22 | REF 15 | WILL 17 | HP/Bloodied 119/59

**INIT** +6 | **SPD** 6

**Senses** Perception +17

**Resist** save +2

**ATTACKS:** (+) **Club** Reach 2; +15 vs AC; 2d6+5

**LIMITED POWERS: Action Point** 1

↓ **Swat** Immed; opp attack against adj enemy that shifts. Rchg 5.

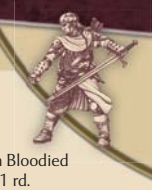
**ABILITIES: Double Actions** 2 turns per rd; can't take more than 1 move action per turn, or more than 1 immed action or reaction per rd.

**STR** +10 (20) | **CON** +11 (23) | **DEX** +6 (12) | **INT** +4 (8) | **WIS** +7 (15) | **CHA** +4 (9)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

## Human Fighter

MEDIUM NATURAL HUMANOID — LEVEL 7 SOLDIER



AC 25 | FORT 21 | REF 17 | WILL 16 | HP/Bloodied 65/32

**INIT** +10 | **SPD** 5

**Senses** Perception +4

**ATTACKS:** (+) ***+2 greatsword*** +13 vs AC; 2d6+5

↓ **Positioning Strike** +13 vs AC; 2d6+5 AND push 1

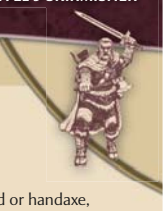
**LIMITED POWERS:** ↓ **Stern Reply** Standard, only when Bloodied or prone; stand up AND +13 vs AC; 4d6+5 AND Dazed 1 rd. Rchg 6.

**STR** +7 (18) | **CON** +5 (15) | **DEX** +5 (15) | **INT** +3 (10) | **WIS** +4 (13) | **CHA** +3 (10)

D&D ROLEPLAYING STATS — Illus. David Griffith

## Everfrost Ranger

MEDIUM NATURAL HUMANOID — LEVEL 9 SKIRMISHER



AC 24 | FORT 17 | REF 22 | WILL 20 | HP/Bloodied 66/33

**INIT** +8 | **SPD** 6

**Senses** Perception +12

**ATTACKS:** (+) **Longsword** +11 vs AC; 1d8+4 + 5 cold

↓ **Handaxe** +11 vs AC; 1d8+3

↗ **Longbow** Rg 20/40; +13 vs AC (1d8+4 + 5 cold)

**LIMITED POWERS:** ↓ **Whirlwind of Steel** Longsword or handaxe, each enemy within reach. Rchg 5.

↓ **Counterattack** Immed, when hit by adj enemy; longsword or handaxe against that enemy, +2 atk. Rchg 5.

**ABILITIES: Shift** 2 Move 2 when shifting.

**SKILLS:** Endurance +10, Stealth +13

**STR** +6 (15) | **CON** +5 (13) | **DEX** +8 (19) | **INT** +4 (10) | **WIS** +7 (17) | **CHA** +4 (10)

D&D ROLEPLAYING STATS — Illus. David Griffith

## Iron Defender

MEDIUM NATURAL ANIMATE (CONSTRUCT) — LEVEL 3 SOLDIER

AC 19 | FORT 17 | REF 15 | WILL 11 | HP/Bloodied 36/18

**INIT** +8 | **SPD** 8

**Senses** darkvision; Perception +6

**Immune** fear, charm, poison, sleep

**ATTACKS:** (+) Bite +10 vs AC; 1d10+4

**LIMITED POWERS:** ↓ **Pursue and Attack** Free, after *rapid pursuit*; (+) atk after shift. Rchg 4.

**Triggered Ferocity** Free, when first Bloodied; recharge *pursue and attack*; +2 atk, +5 dmg rest of encounter.

**ABILITIES: Rapid Pursuit** Immed, when adj enemy shifts away; shift into vacated square.

**STR** +5 (18) | **CON** +3 (15) | **DEX** +3 (15) | **INT** -2 (5) | **WIS** +1 (11) | **CHA** +0 (8)

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Griffon

LARGE NATURAL BEAST — LEVEL 7 BRUTE

AC 19 | FORT 19 | REF 17 | WILL 16 | HP/Bloodied 67/33

**INIT** +8 | **SPD** 6 | **FLY** 10

**Senses** Perception +10

**Immune** fear

**ATTACKS:** (+) **Claw** +12 vs AC; 2d6+8

↓ **Twin Claw** Standard; 2 (+) atks

**Thunder Dive** Standard, charge while flying; +4 ↓ atk.

**ABILITIES: Death Frenzy** Once Bloodied; extra move each rd, +2 atk, -2 Def.

**STR** +7 (18) | **CON** +8 (21) | **DEX** +8 (20) | **INT** -1 (2) | **WIS** +5 (15) | **CHA** +6 (16)

D&D ROLEPLAYING STATS — Illus. Lars Grant-West

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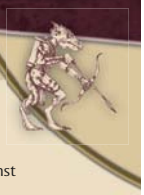
## Kobold Archer
SMALL NATURAL HUMANOID — LEVEL 2 ARTILLERY



AC 16 | FORT 11 | REF 15 | WILL 13 | HP/Bloodied 23/11

**INIT** +9 | **SPD** 6

**Senses** Perception +2
**ATTACKS:** (+) **Dagger** +8 vs AC; 1d3
↗ **Shortbow** Rg 10/20; +9 vs AC; 1d4+4
**ABILITIES: Easily Frightened** Fear effects get +2 atk against this creature.
**Fragile Confidence** Shortbow +5 atk until attacked.
**Shifty** Minor; shift 1.

| STR +0 (8) | CON +1 (10) | DEX +4 (17) | INT -1 (6) | WIS +2 (12) | CHA +0 (9) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Wayne England

## Grick
MEDIUM ABERRANT BEAST — LEVEL 5 BRUTE

AC 17 | FORT 15 | REF 13 | WILL 16 | HP/Bloodied 50/25

**INIT** +3 | **SPD** 6 | **CLB** 4

**Senses** darkvision; Perception +11
**Resist** damage threshold 15
**ATTACKS:** (+) **Tentacle** +10 vs AC; 2d6+6
↓ **Twin Tentacles** Standard; 2 (+) atks
**ABILITIES: Expert Flanker** Extra +2 atk when flanking.
**SKILLS:** Stealth +8

| STR +5 (16) | CON +5 (16) | DEX +3 (13) | INT -3 (1) | WIS +6 (18) | CHA +2 (10) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

## Wyvern
LARGE NATURAL BEAST — LEVEL 13 SKIRMISHER

AC 28 | FORT 27 | REF 21 | WILL 21 | HP/Bloodied 105/52

**INIT** +14 | **SPD** 4 | **FLY** 8 (Hv)

**Senses** Perception +13
**ATTACKS:** (+) **Bite** +19 vs AC; 1d12+7
↓ **Sting** +19 vs AC; 1d10+7 AND Followup
*Followup* +17 vs Fort; ongoing 15 poison
**ABILITIES:** Mobile Melee Attack Flying

| STR +13 (25) | CON +13 (24) | DEX +9 (17) | INT +2 (2) | WIS +8 (15) | CHA +5 (8) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

## Spectral Magelord
MEDIUM IMMORTAL HUMANOID (SPIRIT) — LEVEL 7 ARTILLERY

AC 22 | FORT 19 | REF 20 | WILL 21 | HP/Bloodied 38/19

**INIT** +8 | **FLY** 6 (Hv)

**Senses** darkvision; Perception +6
**Immune** poison **Resist** insubstantial, save +2
**ATTACKS:** (+) **Ghostly Touch** +9 vs Ref; 1d10+5 nec
↓ **Aether Blast** +9 vs Fort; 2d6+5 nec AND Dazed 1 rd
**LIMITED POWERS:** ✲ **Spectral Dissipation** Burst 2, rg 10; +8 vs Will; 2d10+8 nec AND -2 Def rest of encounter. Rchg 4.
**Sudden Phasing** Reaction, when hit by ↗ or ✲ atk; no dmg.
**ABILITIES: Phasing**
**SKILLS:** Stealth +13

| STR +4 (12) | CON +5 (15) | DEX +8 (20) | INT +8 (20) | WIS +6 (16) | CHA +5 (14) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Zak Plucinski

## Defiant Rake
MEDIUM NATURAL HUMANOID — LEVEL 5 SKIRMISHER

AC 21 | FORT 13 | REF 17 | WILL 16 | HP/Bloodied 45/22

**INIT** +7 | **SPD** 6

**Senses** Perception +2
**ATTACKS:** (+) **Rapier** +11 vs AC; 1d8+5
↗ **Hand Crossbow** Rg 10/20; +11 vs AC; 1d6+5
**Sneak Attack** +2d6 dmg with cbt adv
**LIMITED POWERS: Snap Shot** Minor; hand crossbow atk. Rchg 5.
**Wicked Dodge** Reaction, when target of ↓ atk; +9 vs Will; atk automatically misses OR instead targets any other creature within attacker's reach (your choice). Rchg 5.
**SKILLS:** Bluff +11, Stealth +12, Thievery +12

| STR +2 (10) | CON +3 (12) | DEX +7 (20) | INT +3 (12) | WIS +2 (10) | CHA +6 (18) |
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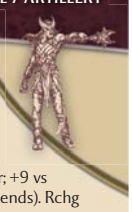
D&D ROLEPLAYING STATS — Illus. Ralph Horsley

## Tiefling Warlock
MEDIUM NATURAL HUMANOID — LEVEL 7 ARTILLERY



AC 18 | FORT 19 | REF 17 | WILL 21 | HP/Bloodied 40/20

**INIT** +3 | **SPD** 6

**Senses** low-light vision; Perception +3
**ATTACKS:** (+) **Dagger** +11 vs AC; 1d4+1
↗ **Soul Blast** Rg 20; +9 vs Fort; 1d8+5 nec
**LIMITED POWERS:** ↓ **Curse of the Lurking Serpent** Minor; +9 vs Will; 1d6+5 poison if ends turn closer to this creature (save ends). Rchg 5, only if no target affected.
**Desperate Distraction** Immed, only while Bloodied; reroll ↗ atk that just hit this creature, use lower result. Rchg 4.
**Diabolic Escape** Move; invis 1 rd, then tport 5. Rchg 6.
**ABILITIES: Heretic's Fury** +2 atk and dmg if enemies outnumber allies in sight.

| STR +4 (12) | CON +6 (17) | DEX +3 (10) | INT +5 (14) | WIS +3 (10) | CHA +8 (21) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. Steve Prescott

## Emerald Orb Wizard
MEDIUM NATURAL HUMANOID — LEVEL 9 CONTROLLER

AC 20 | FORT 16 | REF 20 | WILL 21 | HP/Bloodied 48/24

**INIT** +5 | **SPD** 7

**Senses** Perception +4
**ATTACKS:** (+) **Dagger** +7 vs AC; 1d4+1
↗ **Sudden Spikes** Rg 10; +13 vs Ref; 2d6+6 (3d6+6 if target in difficult terrain)
**LIMITED POWERS:** ✧ **Emerald Burst** Burst 1; +11 vs Ref; 4d6+4 (half on miss). Rchg 4.
✲ **Shard Storm** Burst 2, rg 20; +11 vs Ref; 1d10+4 (half on miss). Area becomes difficult terrain 1 rd, then 1d10+4 automatic to creatures in or adj to area. Rchg 3.

| STR +5 (12) | CON +6 (14) | DEX +5 (12) | INT +8 (19) | WIS +5 (12) | CHA +7 (17) |
|---|---|---|---|---|---|

D&D ROLEPLAYING STATS — Illus. James Zhang

## Warforged Infiltrator
MEDIUM NATURAL HUMANOID (CONSTRUCT) — LEVEL 9 SKIRMISHER

AC 23 | FORT 21 | REF 20 | WILL 18 | HP/Bloodied 66/33

**INIT** +10 | **SPD** 6

**Senses** Perception +12
**Immune** poison
**ATTACKS:** (+) **Dagger** +16 vs AC; 1d4+5
↗ **Hand Crossbow** Rg 10/20; +16 vs AC; 1d6+6
**Sneak Attack** +2d6 dmg with cbt adv.
**LIMITED POWERS:** ↗ **Debilitating Shot** Rg 10/20; +15 vs AC; 2d6+6 AND Stunned 1 rd. Rchg 3.
**ABILITIES: Moving Target** If moves at least 4 on its turn, +5 AC/Ref 1 rd.
**SKILLS:** Stealth +15

| STR +9 (20) | CON +8 (18) | DEX +10 (22) | INT +4 (10) | WIS +7 (16) | CHA +5 (13) |
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D&D ROLEPLAYING STATS — Illus. Steve Prescott

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## Runecarved Eidolon
LARGE NATURAL ANIMATE (CONSTRUCT) — LEVEL 13 LURKER (LEADER)

INIT +11 | SPD 4

AC 23 | FORT 22 | REF 16 | WILL 21 | HP/Bloodied 59/29

**Senses** Perception +8
**Immune** poison
**ATTACKS:** (1) **Slam** Reach 2; +17 vs AC; 1d6+6
↓ **Twin Slam** Standard; 2 (1) atks
↗ **Divine Retribution** Immed, when takes dmg or when ally at 0 hp while *divine beacon* active; rg 20, nearest; +16 vs Ref; 3d8+5 rad
**ABILITIES: Divine Beacon** Standard; allies in sight, +2 atk, +5 dmg; enemies in sight, -5 atk and can't target this creature unless hit with Wis vs Will. Ends when this creature attacks.
**Eidolon Programming:** Can't atk until attacked or ally at 0 hp.

STR +12 (23) | CON +10 (18) | DEX +6 (10) | INT +4 (7) | WIS +8 (14) | CHA +11 (20)

D&D ROLEPLAYING STATS — Illus. Wayne England

## Bulette
LARGE NATURAL BEAST — LEVEL 9 ELITE SKIRMISHER

INIT +5 | SPD 6 | BRW 6

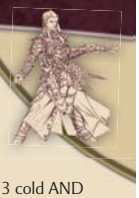
AC 25 | FORT 24 | REF 20 | WILL 21 | HP/Bloodied 94/47

**Senses** darkvision; Perception +5
**Resist** save +2
**ATTACKS:** (1) **Bite** +16 vs AC; 1d12+7 AND -5 AC 1 rd
↓ **Earth Furrow** Standard; brw 6, enter smaller enemy's space; +14 vs Fort; knock prone. Cover until start of next turn.
**Overbearing Assault** +4 atk and dmg against prone.
**LIMITED POWERS: Action Point** 1
**Burrowed Refuge** Standard, only while Bloodied; brw 6, no opp atk; heal 47. No recharge.
↖ **Earthcrest** Standard, brw only; burst 2; +14 vs AC; 3d8+7. Rchg 4.

STR +11 (25) | CON +10 (22) | DEX +7 (17) | INT +0 (2) | WIS +7 (16) | CHA +3 (8)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

## Drow Wand Mage
MEDIUM NATURAL HUMANOID — LEVEL 11 ARTILLERY



INIT +7 | SPD 6

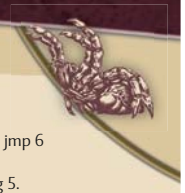
AC 25 | FORT 15 | REF 21 | WILL 17 | HP/Bloodied 45/22

**Senses** Perception +6
**Resist** +4 Def vs ↗ atk
**ATTACKS:** (1) **Dagger** +5 vs AC; 1d4+5
↗ **Wand Blast** Rg 20; +13 vs Ref; 1d8+8
**LIMITED POWERS:** ↗ **Icy Ray** Rg 20; +13 vs Ref; 2d8+13 cold AND Slowed 1 rd. Rchg 4.
↓ **Combat Teleport** Reaction, after ↓ atk against this creature by adj enemy; +13 vs Will; tport that enemy up to 3. If no longer within enemy's reach, atk fails. Rchg 6.

STR +5 (11) | CON +5 (10) | DEX +7 (15) | INT +11 (22) | WIS +6 (13) | CHA +7 (15)

D&D ROLEPLAYING STATS — Illus. Wayne Reynolds

## Deathjump Spider
MEDIUM NATURAL BEAST (SPIDER) — LEVEL 4 SKIRMISHER



INIT +5 | SPD 6 | CLB 6 | JMP 6

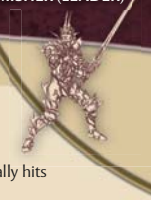
AC 18 | FORT 14 | REF 17 | WILL 14 | HP/Bloodied 38/19

**Senses** darkvision; Perception +9
**ATTACKS:** (1) **Bite** +11 vs AC; 1d10+4
**LIMITED POWERS:** ↓ **Death from Above** Standard; jmp 6 AND bite +11 vs AC; 2d10+4. Rchg 6.
**Prodigious Leap** Move; jmp 12, no opp attacks. Rchg 5.

STR +4 (15) | CON +4 (15) | DEX +5 (16) | INT -2 (2) | WIS +4 (14) | CHA +3 (13)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

## Shade Knight
MEDIUM SHADOW HUMANOID — LEVEL 11 SKIRMISHER (LEADER)



INIT +13 | SPD 7

AC 26 | FORT 23 | REF 22 | WILL 21 | HP/Bloodied 72/36

**Senses** darkvision; Perception +6
**ATTACKS:** (1) +1 ***greatsword*** +17 vs AC; 2d6+6 AND *shadowing blade*
**LIMITED POWERS: Guiding Shadow** Reaction, when ally hits enemy flanked by this creature; crit. Rchg 5.
**ABILITIES: Aura of Shadow** Aura 2; allies gain concealment.
**Child of Shadow** If moves 4 on its turn, concealment 1 rd.
**Shadow Resurgence** If at 0 hp in dim light or dark, place in dim light or dark within 10 at end of next turn (hp = Bloodied).
**Shadowing Blade** Whenever ends adj to shadow creature, 2d6 dmg until ends at least 4 from shadow creatures.

STR +11 (22) | CON +7 (14) | DEX +8 (16) | INT +5 (10) | WIS +6 (12) | CHA +7 (14)

D&D ROLEPLAYING STATS — Illus. Ralph Horsley

## Fen Hydra
LARGE NATURAL BEAST — LEVEL 12 SOLO BRUTE

INIT +10 | SPD 6 | SWM 6

AC 28 | FORT 26 | REF 24 | WILL 23 | HP/Bloodied 228/114

**Senses** all-around vision; Perception +13
**Resist** save +5
**ATTACKS:** (1) **Bite** Reach 3; +17 vs AC; 1d12+7
↓ **Flurry of Bites** Standard; 4 (1) atks
**LIMITED POWERS: Action Points** 2
**ABILITIES: Many-Headed** If Dazed or Stunned, instead lose 1 bite next turn per each such effect.
**Regenerating Heads** Lose 1 bite per 50 dmg taken, then immed gain 2 more bites.
**Threatening Reach** Opp atk against enemies in reach.

STR +13 (24) | CON +11 (20) | DEX +10 (18) | INT +2 (2) | WIS +8 (14) | CHA +5 (8)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

## Skeletal Tomb Guardian
MEDIUM NATURAL ANIMATE (UNDEAD) — LEVEL 10 ELITE BRUTE

INIT +9 | SPD 8

AC 23 | FORT 22 | REF 23 | WILL 20 | HP/Bloodied 112/56

**Senses** darkvision; Perception +12
**Immune** poison **Weakness** vuln rad 5
**ATTACKS:** (1) **Scimitar** +16 vs AC; 1d8+6
↓ **Twin Scimitars** Standard; 2 (1) atks
↓ **Bloodletting** Immed, when enemy Bloodied by ↓ atk; single (1) atk against it.
↓ **Cascade of Steel** +16 vs AC; 1d8+6 AND repeat. Max 4 atks.
↓ **Looming Threat** Reaction, when adj enemy shifts; (1) atk against it.
↓ **Sudden Riposte** Immed, when adj enemy misses with ↓ atk; (1) atk against it.
**ABILITIES: Multiple Threats** Adj enemies flanked.

STR +6 (12) | CON +8 (16) | DEX +11 (23) | INT +2 (5) | WIS +7 (14) | CHA +5 (11)

Illus. Thomas M. Baxa

## Giant Centipede
MEDIUM NATURAL BEAST — LEVEL 4 SKIRMISHER

INIT +6 | SPD 8 | CLB 8

AC 18 | FORT 14 | REF 16 | WILL 12 | HP/Bloodied 34/17

**Senses** darkvision; Perception +2
**ATTACKS:** (1) **Bite** +11 vs AC; 1d10+2
**ABILITIES: Scuttle** Move; shift 3, must enter and leave ally's square during move.
**Unsteady** If begins turn adj to enemy, must move before atk or get -2 Def 1 rd.
**SKILLS:** Stealth +11

STR +4 (14) | CON +2 (11) | DEX +6 (18) | INT -2 (2) | WIS +2 (10) | CHA +1 (9)

D&D ROLEPLAYING STATS — Illus. Lars Grant-West

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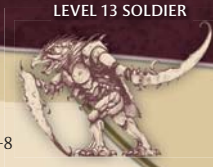
## Hook Horror

LARGE ABERRANT BEAST

LEVEL 13 SOLDIER



AC 30 | FORT 27 | REF 24 | WILL 23 | HP/Bloodied 150/75

**INIT** +11 | **SPD** 6

**Senses** darkvision; Perception +15

**ATTACKS:** (+) **Claw** Reach 2; +21 vs AC; 1d10+8 AND Followup

*Followup* +19 vs Fort, L or smaller; pull 1 AND Restrained; only 1 at a time

+ **Feast** +21 vs AC, Restrained only; 3d10+8

+ **Fling** +21 vs Fort, Restrained only; 2d10+8 AND push 4 AND knock prone

**Lethal** +4 atk against Bloodied.

**STR** +14 (26) | **CON** +12 (22) | **DEX** +11 (21) | **INT** +3 (5) | **WIS** +10 (18) | **CHA** +7 (13)

D&D ROLEPLAYING STATS — Illus. Wayne England

## Shadowhunter Bat

MEDIUM SHADOW BEAST

LEVEL 3 LURKER

AC 17 | FORT 14 | REF 15 | WILL 13 | HP/Bloodied 23/11

**INIT** +5 | **SPD** 2 | **FLY** 8

**Senses** darkvision; Perception +7

**ATTACKS:** (+) **Tail Slash** +10 vs AC; 1d8+3

**ABILITIES:** Clumsy Grounded

**Mobile Melee Attack Flying**

**Shadow Body** Invis (even to darkvision) in dark or dim light.

**Shadow Fangs** +2 atk, +5 dmg in dark or dim light.

**SKILLS:** Stealth +10

**STR** +4 (16) | **CON** +2 (12) | **DEX** +5 (18) | **INT** -3 (2) | **WIS** +2 (13) | **CHA** -1 (7)

D&D ROLEPLAYING STATS — Illus. Thomas M. Baxa

## Spectral Panther

MEDIUM SHADOW BEAST

LEVEL 9 LURKER

AC 24 | FORT 21 | REF 23 | WILL 19 | HP/Bloodied 46/23

**INIT** +13 | **SPD** 7

**Senses** Perception +7

**ATTACKS:** (+) **Claw** +17 vs AC; 1d8+5

+ **Shadow Pounce** Requires cbt adv; +14 vs AC; 3d8+5; charge OK.

**ABILITIES:** **Invisibility** Standard, in *spectral form* only; invis 1 rd. Visible when leaves *spectral form*.

**Spectral Form** Standard; insubstantial, phasing, can't atk. Free action to leave *spectral form*.

**SKILLS:** Stealth +12 (+17 *spectral form*)

**STR** +9 (21) | **CON** +7 (17) | **DEX** +8 (18) | **INT** +0 (2) | **WIS** +7 (16) | **CHA** +5 (12)

D&D ROLEPLAYING STATS — Illus. Ron Spencer

## Bralani

MEDIUM FEY HUMANOID (ELADRIN)

LEVEL 19 CONTROLLER

AC 32 | FORT 28 | REF 32 | WILL 34 | HP/Bloodied 113/56

**INIT** +22 | **SPD** 6 | **FLY** 9 (**Hv**)

**Senses** low-light vision; Perception +16

**Resist** rad 20 **Weakness** vuln nec 5

**ATTACKS:** (+) ***+4 longsword*** +26 vs AC; 1d8+12

**Whirlwind Blast** Line 10; +21 vs Ref; 1d6+12

**LIMITED POWERS:** **Curse of Autumn** Rg 5; +21 vs Will; -2 atk/Def AND Slowed 1 rd. *Continue:* -5 atk/Def AND Slowed 1 rd. *Conclude:* -5 atk/Def AND Slowed 1 rd AND dies in 24 hours. Perm, remove as curse. Rchg 5.

**ABILITIES:** **Cloak of Autumn Gusts** Aura 5; -2 + atk AND half spd.

**STR** +13 (18) | **CON** +11 (15) | **DEX** +17 (26) | **INT** +10 (12) | **WIS** +11 (14) | **CHA** +19 (30)

D&D ROLEPLAYING STATS — Illus. Jim Nelson

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